


Potion of <i>cure light wounds</i>			
Caster Level: 1		The recipient has 1d8+1 hp of damage cured. If undead, the recipient instead takes 1d8+1 hp damage.	
This potion is clear, and both smells and tastes of almonds. It radiates an aura of faint conjuration.			
Market Value:	50gp	Weight:	1/16lb.

Potion of <i>shield of faith (+2)</i>			
Caster Level: 1		The drinker gains a +2 <i>deflection</i> bonus to Armor Class for 10 rounds (1 minute).	
This potion has a clear golden color and smells like baking bread. It radiates an aura of faint abjuration.			
Market Value:	50gp	Weight:	1/16lb.

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MW Greataxe			
Attack Bonus: +1		This weapon is of a high enough quality to be enchanted. This item is a two-handed martial melee weapon.	
Base Damage: 1d12			
Critical Range: 20/x3			
Range Increment: -			
Damage Type: S			
Market Value: 320gp		Weight: 12lb.	

MW Longbow, Composite (+2 Strength)			
Attack Bonus: +1		This weapon is of a high enough quality to be enchanted. This item is a two-handed martial ranged	
Base Damage: 1d8(+2)			
Critical Range: 20/x3			
Range Increment: 110ft.			
Damage Type: P			
Market Value: 600gp		Weight: 3lb.	

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Attack Bonus: +1		This weapon is of a high enough quality to be enchanted. This item is a two-handed martial melee weapon.	
Base Damage: 1d12			
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Market Value: 320gp		Weight: 12lb.	

MW Longbow, Composite (+2 Strength)			
Attack Bonus: +1		This weapon is of a high enough quality to be enchanted. This item is a two-handed martial ranged weapon. This weapon may not be used when mounted. If your Strength bonus is not at least +2, you suffer an additional -2 to attack rolls with this weapon. Your strength bonus (up to the listed strength above) may be added to the damage of this weapon.	
Base Damage: 1d8(+2)			
Critical Range: 20/x3			
Range Increment: 110ft.			
Damage Type: P			
Market Value: 600gp		Weight: 3lb.	

Everburning Torch

This otherwise normal torch has a *continual flame* spell cast upon it. It radiates an aura of faint evocation. An everburning torch clearly illuminates a 20-foot radius and provides shadowy illumination out to a 40-foot radius. It generates no heat and uses no oxygen. It can be covered or hidden, but not smothered or quenched. The presence of this torch will counter or dispel darkness spells of level 2 or lower.

If this torch is used in combat, treat it as a one-handed improvised weapon (-4 to attack roll) that deals bludgeoning damage of 1d3 (20/x2), but deals no fire damage.

Market Value:	110gp	Weight:	1lb.
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Everburning Torch

This otherwise normal torch has a *continual flame* spell cast upon it. It radiates an aura of faint evocation. An everburning torch clearly illuminates a 20-foot radius and provides shadowy illumination out to a 40-foot radius. It generates no heat and uses no oxygen. It can be covered or hidden, but not smothered or quenched. The presence of this torch will counter or dispel darkness spells of level 2 or lower.

If this torch is used in combat, treat it as a one-handed improvised weapon (-4 to attack roll) that deals bludgeoning damage of 1d3 (20/x2), but deals no fire damage.

Market Value:	110gp	Weight:	1lb.
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Potion of *cure light wounds*

Caster Level:	1
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This potion is clear, and both smells and tastes of almonds. It radiates an aura of faint conjuration.

The recipient has 1d8+1 hp of damage cured. If undead, the recipient instead takes 1d8+1 hp

Market Value:	50gp	Weight:	1/16lb.
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Potion of *cure light wounds*

Caster Level:	1
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This potion is clear, and both smells and tastes of almonds. It radiates an aura of faint conjuration.

The recipient has 1d8+1 hp of damage cured. If undead, the recipient instead takes 1d8+1 hp damage.

Market Value:	50gp	Weight:	1/16lb.
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Potion of <i>shield of faith</i> (+2)			
Caster Level: 1		The drinker gains a +2 <i>deflection</i> bonus to Armor Class for 10 rounds (1 minute).	
This potion has a clear golden color and smells like baking bread. It radiates an aura of faint abjuration.			
Market Value:	50gp	Weight:	1/16lb.

Potion of <i>cure light wounds</i>			
Caster Level: 1		The recipient has 1d8+1 hp of damage cured. If undead, the recipient instead takes 1d8+1 hp	
This potion is clear, and both smells and tastes of almonds. It radiates an aura of faint conjuration.			
Market Value:	50gp	Weight:	1/16lb.

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Market Value:	50gp	Weight:	1/16lb.

MW Greataxe			
Attack Bonus: +1		This weapon is of a high enough quality to be enchanted. This item is a two-handed martial melee weapon.	
Base Damage: 1d12			
Critical Range: 20/x3			
Range Increment: -			
Damage Type: S			
Market Value: 320gp		Weight: 12lb.	

MW Longbow, Composite (+2 Strength)			
Attack Bonus: +1		This weapon is of a high enough quality to be enchanted. This item is a two-handed martial ranged	
Base Damage: 1d8(+2)			
Critical Range: 20/x3			
Range Increment: 110ft.			
Damage Type: P			
Market Value: 600gp		Weight: 3lb.	

MW Greataxe			
Attack Bonus: +1		This weapon is of a high enough quality to be enchanted. This item is a two-handed martial melee weapon.	
Base Damage: 1d12			
Critical Range: 20/x3			
Range Increment: -			
Damage Type: S			
Market Value: 320gp		Weight: 12lb.	

MW Longbow, Composite (+2 Strength)			
Attack Bonus: +1		This weapon is of a high enough quality to be enchanted. This item is a two-handed martial ranged weapon. This weapon may not be used when mounted. If your Strength bonus is not at least +2, you suffer an additional -2 to attack rolls with this weapon. Your strength bonus (up to the listed strength above) may be added to the damage of this weapon.	
Base Damage: 1d8(+2)			
Critical Range: 20/x3			
Range Increment: 110ft.			
Damage Type: P			
Market Value: 600gp		Weight: 3lb.	

MW Longbow, Composite (+2 Strength)			
Attack Bonus: +1		<p>This weapon is of a high enough quality to be enchanted. This item is a two-handed martial ranged weapon.</p> <p>This weapon may not be used when mounted.</p> <p>If your Strength bonus is not at least +2, you suffer an additional –2 to attack rolls with this weapon. Your strength bonus (up to the listed strength above) may be added to the damage of this weapon.</p>	
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Attack Bonus: +1		<p>This weapon is of a high enough quality to be enchanted. This item is a two-handed martial ranged weapon.</p> <p>This weapon may not be used when mounted.</p> <p>If your Strength bonus is not at least +2, you suffer an additional –2 to attack rolls with this weapon. Your strength bonus (up to the listed strength above) may be added to the damage of this weapon.</p>	
Base Damage: 1d8(+2)			
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Range Increment: 110ft.			
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Market Value: 600gp		Weight: 3lb.	

MW Greataxe			
Attack Bonus: +1		<p>This weapon is of a high enough quality to be enchanted. This item is a two-handed martial melee weapon.</p>	
Base Damage: 1d12			
Critical Range: 20/x3			
Range Increment: -			
Damage Type: S			
Market Value: 320gp		Weight: 12lb.	

MW Greataxe			
Attack Bonus: +1		This weapon is of a high enough quality to be enchanted. This item is a two-handed martial melee weapon.	
Base Damage: 1d12			
Critical Range: 20/x3			
Range Increment: -			
Damage Type: S			
Market Value: 320gp		Weight: 12lb.	

Potion of <i>barkskin</i> (+2)			
Caster Level: 3		The drinker gains a +2 <i>enhancement</i> bonus to their Natural Armor bonus. This bonus	
This potion is a pale brownish color, and has a faintly earthy smell. It radiates an aura of faint transmutation.			
Market Value: 300gp		Weight: 1/16lb.	

MW Greataxe			
Attack Bonus: +1		This weapon is of a high enough quality to be enchanted. This item is a two-handed martial melee weapon.	
Base Damage: 1d12			
Critical Range: 20/x3			
Range Increment: -			
Damage Type: S			
Market Value: 320gp		Weight: 12lb.	

Potion of <i>blur</i>			
Caster Level: 3		The drinker gains concealment (20% miss chance) for 30 combat rounds (3 minutes) versus anyone targetting them visually. <i>True seeing</i> counters this effect.	
This potion has a smoky grey color and a sweet smell. It radiates an aura of faint illusion.			
Market Value: 300gp		Weight: 1/16lb.	

Potion of <i>bull's strength</i>			
Caster Level: 3		The drinker gains a +4 <i>enhancement</i> bonus to Strength for 30 rounds (3 minute). This bonus adds the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.	
This potion has a salmon-pinkish color and a nutty smell. It radiates an aura of faint transmutation.			
Market Value:	300gp	Weight:	1/16lb.

Potion of <i>cure light wounds</i>			
Caster Level: 1		The recipient has 1d8+1 hp of damage cured. If undead, the recipient instead takes 1d8+1 hp	
This potion is clear, and both smells and tastes of almonds. It radiates an aura of faint conjuration.			
Market Value:	50gp	Weight:	1/16lb.

Potion of <i>cure light wounds</i>			
Caster Level: 1		The recipient has 1d8+1 hp of damage cured. If undead, the recipient instead takes 1d8+1 hp damage.	
This potion is clear, and both smells and tastes of almonds. It radiates an aura of faint conjuration.			
Market Value:	50gp	Weight:	1/16lb.

Potion of <i>shield of faith (+2)</i>			
Caster Level: 1		The drinker gains a +2 <i>deflection</i> bonus to Armor Class for 10 rounds (1 minute).	
This potion has a clear golden color and smells like baking bread. It radiates an aura of faint abjuration.			
Market Value:	50gp	Weight:	1/16lb.


MW Heavy Flail	
Attack Bonus: +1	<p>This weapon is of a high enough quality to be enchanted. This item is a two-handed martial melee weapon.</p> <p>This weapon grants a +2 bonus on opposed rolls to disarm. You may use this weapon to make trip attacks. Drop the weapon on a failed trip attack to avoid being tripped in return.</p>
Base Damage: 1d10	
Critical Range: 19-20/x2	
Range Increment: -	
Damage Type: B	
Market Value: 315gp	Weight: 10lb.

Scroll of <i>silence</i>	
CasterLevel: 3	<p>This scroll radiates an aura of faint illusion.</p>
Spell: Clr 2	
Range: 520ft.	
Cast Time: 1 standard action	
Target: 20' radius emanation centered on a creature, object or point in space	
Duration: 3 minutes (D)	
Save: Will negates (DC 13) or none (object)	
SR: Yes or no (object)	
Reference: PHB page 279	<p>Weight: 1/16lb.</p>
Market Value: 150gp	

MW Heavy Flail	
Attack Bonus: +1	<p>This weapon is of a high enough quality to be enchanted. This item is a two-handed martial melee weapon.</p> <p>This weapon grants a +2 bonus on opposed rolls to disarm. You may use this weapon to make trip attacks. Drop the weapon on a failed trip attack to avoid being tripped in return.</p>
Base Damage: 1d10	
Critical Range: 19-20/x2	
Range Increment: -	
Damage Type: B	
Market Value: 315gp	Weight: 10lb.

Scroll of <i>sound burst</i>	
CasterLevel: 3	<p>This scroll radiates an aura of faint evocation.</p> <p>You blast an area with a tremendous cacophony. Every creature in the area takes 1d8 points of sonic damage and must succeed on a Fortitude save to avoid being stunned for 1 round.</p> <p>Creatures that cannot hear are not stunned but are still damaged.</p>
Spell: Clr 2	
Range: 30ft.	
Cast Time: 1 standard action	
Target: 10' radius spread	
Duration: Instantaneous	
Save: Fort partial (DC 13)	
SR: Yes	
Reference: PHB page 281	<p>Weight: 1/16lb.</p>
Market Value: 150gp	

Wand of <i>cure light wounds</i>																																																			
CasterLevel: 1	This item radiates an aura of faint conjuration. Charges: <table border="1" style="display: inline-table; margin-right: 20px;"> <tr><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td></tr> </table> <table border="1" style="display: inline-table;"> <tr><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td></tr> </table> <table border="1" style="display: inline-table; margin-right: 20px;"> <tr><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td></tr> </table> <table border="1" style="display: inline-table;"> <tr><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td></tr> </table> <table border="1" style="display: inline-table; margin-right: 20px;"> <tr><td></td><td>X</td><td>X</td><td>X</td><td>X</td></tr> <tr><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td></tr> </table>																																										X	X	X	X	X	X	X	X	X
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Spell: Brd, Clr, Drd, Healing, Pal, Rgr																																																			
Range: Touch																																																			
Cast Time: 1 standard action																																																			
Target: Creature touched																																																			
Duration: Instantaneous																																																			
Save: Will half (DC 11)																																																			
SR: Yes																																																			
Reference: PHB pages 215-6																																																			
Market Value: 15gp/charge	Weight: 1/16lb.																																																		

Pearl of Power - 1st level	
This seemingly normal pearl of average size and luster radiates an aura of strong transmutation. Once per day on command, this pearl of power enables the possessor to recall any one spell of 1 st level that she had prepared and then cast. The spell is then prepared again, just as if it had not been cast.	
	
Market Value: 1,000gp	Weight: 1/16lb.

Wand of <i>enlarge person</i>																																																			
CasterLevel: 1	This item radiates an aura of faint transmutation. Charges: <table border="1" style="display: inline-table; margin-right: 20px;"> <tr><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td></tr> </table> <table border="1" style="display: inline-table;"> <tr><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td></tr> </table> <table border="1" style="display: inline-table; margin-right: 20px;"> <tr><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td></tr> </table> <table border="1" style="display: inline-table;"> <tr><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td></tr> </table> <table border="1" style="display: inline-table; margin-right: 20px;"> <tr><td></td><td></td><td>X</td><td>X</td><td>X</td></tr> <tr><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td></tr> </table>																																											X	X	X	X	X	X	X	X
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Spell: Sor/Wiz, Strength																																																			
Range: 25ft.																																																			
Cast Time: 1 round																																																			
Target: One humanoid target																																																			
Duration: 1 minute																																																			
Save: Fort neg (DC 11)																																																			
SR: Yes																																																			
Reference: PHB pages 226-7																																																			
Market Value: 15gp/charge	Weight: 1/16lb.																																																		

Scroll of <i>dispel magic</i>	
CasterLevel: 5	This scroll radiates an aura of faint abjuration. Please see the PHB for details on how dispelling operates.
Spell: Clr 3, Drd 4, Magic 3, Pal 3	
Range: 150ft.	
Cast Time: 1 standard action	
Target: 1 spellcaster, creature, or object; or 20' radius burst	
Duration: Instantaneous	
Save: None	
SR: No	
Reference: PHB page 223	
Market Value: 375gp	

Scroll of <i>spiritual weapon</i>	
CasterLevel: 5	This scroll radiates faint evocation. A weapon of force attacks opponents, dealing 1d8+1 per hit. The weapon takes the form of your deity's favored weapon and has the same crit range as that type of weapon. It strikes who you chose, with 1 attack the round it is cast or redirected(move action). After, the weapon gets multiple attacks if you would. It attack bonus is your BAB+Wis modifier. It strikes as a spell, so it penetrates DR. It is a force effect, so it hits incorporeal creatures. It doesn't get or provide a flanking bonus. Your feats/combat actions don't affect the weapon. If the weapon goes out of range, sight, or you aren't directing it, it returns to you and hovers. If the weapon is ranged, use the spell's range as its range increment. A spiritual weapon cannot be attacked or harmed by physical attacks, but <i>dispelling</i> , <i>disintegrate</i> , <i>annihilation</i> , or <i>cancellation</i> affects it. The weapon's touch AC is 12. For creatures with SR, check the 1st time the spiritual weapon strikes it. If it is resisted, it is dispelled.
Spell: Clr 2, War 2	
Range: 150ft.	
Cast Time: 1 standard action	
Target: Magic weapon of force	
Duration: 5 rounds (D)	
Save: None	
SR: Yes	
Reference: PHB page 283-4	
Market Value: 375gp	Weight: 1/16lb.


Potion of <i>protection from arrows 10</i>	
Caster Level: 3	The drinker gains DR 10/magic against ranged weapons. This effect lasts 3 hours, or until 30
This potion has a greenish color and oniony odor. It radiates an aura of faint abjuration.	
Market Value: 300gp	Weight: 1/16lb.

Scroll of <i>bull's strength</i>	
CasterLevel: 5	This scroll radiates an aura of faint transmutation. The subject becomes stronger. The spell grants a +4 <i>enhancement</i> bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.
Spell: Clr 2, Drd 2, Pal 2, Strength 2	
Range: Touch	
Cast Time: 1 standard action	
Target: Creature touched	
Duration: 5 minutes	
Save: Will negates (DC 13)	
SR: Yes (harmless)	
Reference: PHB page 207	
Market Value: 375gp	Weight: 1/16lb.

+1 Full Plate Armor	
Armor Bonus: +9	This armor radiates an aura of faint enchantment. This is heavy armor. When running in this armor, you move only triple, not quadruple, your speed. Full plate must be sized to fit the wearer by an armorsmith. A captured suit may be resized for (2d4x100)gp.
Max Dex Bonus: +1	
Armor Check Penalty: -5	
Arcane Spell Failure: 35%	
Speed: 20ft. (15ft.)	
Don normally in 40 rounds with help, or 40 rounds to don hastily without help but suffers a -1 to Armor bonus & Armor Check Penalty. Remove in 20 rounds alone, or 10 rounds with help.	
Market Value: 2,650gp	Weight: 50lb.



MW Heavy Flail			
		This weapon is of a high enough quality to be enchanted. This item is a two-handed martial melee weapon.	
Attack Bonus:	+1	This weapon grants a +2 bonus on opposed rolls to disarm. You may use this weapon to make trip attacks. Drop the weapon on a failed trip attack to avoid being tripped in return.	
Base Damage:	1d10		
Critical Range:	19-20/x2		
Range Increment:	-		
Damage Type:	B		
Market Value:	315gp	Weight:	10lb.

Ring of Protection +1			
This ring radiates an aura of faint abjuration. The wearer gains a +1 <i>deflection</i> bonus to Armor Class.			
			
Market Value:	2,000gp	Weight:	1/16lb.

MW Light Crossbow			
		This weapon is of a high enough quality to be enchanted. This item is a two-handed simple ranged weapon.	
Attack Bonus:	+1	Loading is a move action that provokes AoO. Firing one-handed invokes a -2 penalty on attack rolls that is cumulative with other penalties.	
Base Damage:	1d8		
Critical Range:	19-20/x2		
Range Increment:	80ft.		
Damage Type:	P		
Market Value:	335gp	Weight:	4lb.

Potion of <i>cure light wounds</i>			
		The recipient has 1d8+1 hp of damage cured. If undead, the recipient instead takes 1d8+1 hp damage.	
Caster Level:	1	This potion is clear, and both smells and tastes of almonds. It radiates an aura of faint conjuration.	
Market Value:	50gp	Weight:	1/16lb.

Potion of <i>cure light wounds</i>			
Caster Level: 1		The recipient has 1d8+1 hp of damage cured. If undead, the recipient instead takes 1d8+1 hp damage.	
This potion is clear, and both smells and tastes of almonds. It radiates an aura of faint conjuration.			
Market Value:	50gp	Weight:	1/16lb.

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Caster Level: 1		The recipient has 1d8+1 hp of damage cured. If undead, the recipient instead takes 1d8+1 hp damage.	
This potion is clear, and both smells and tastes of almonds. It radiates an aura of faint conjuration.			
Market Value:	50gp	Weight:	1/16lb.

Potion of <i>cure light wounds</i>			
Caster Level: 1		The recipient has 1d8+1 hp of damage cured. If undead, the recipient instead takes 1d8+1 hp damage.	
This potion is clear, and both smells and tastes of almonds. It radiates an aura of faint conjuration.			
Market Value:	50gp	Weight:	1/16lb.

Potion of <i>cure light wounds</i>			
Caster Level: 1		The recipient has 1d8+1 hp of damage cured. If undead, the recipient instead takes 1d8+1 hp damage.	
This potion is clear, and both smells and tastes of almonds. It radiates an aura of faint conjuration.			
Market Value:	50gp	Weight:	1/16lb.

Potion of <i>remove fear</i>			
Caster Level: 1		The drinker gains a +4 <i>morale</i> bonus against <i>fear</i> effects for 10 minutes. The effects of <i>cause</i>	
This potion has a purplish color and smells faintly of alcohol. It radiates an aura of faint abjuration.			
Market Value:	50gp	Weight:	1/16lb.

Potion of <i>remove fear</i>			
Caster Level: 1		The drinker gains a +4 <i>morale</i> bonus against <i>fear</i> effects for 10 minutes. The effects of <i>cause fear</i> are countered and dispelled. Other <i>fear</i> effects suffered by the drinker are suppressed for 10 minutes.	
This potion has a purplish color and smells faintly of alcohol. It radiates an aura of faint abjuration.			
Market Value:	50gp	Weight:	1/16lb.

Potion of <i>bull's strength</i>			
Caster Level: 3		The drinker gains a +4 <i>enhancement</i> bonus to Strength for 30 rounds (3 minute). This bonus adds the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.	
This potion has a salmon-pinkish color and a nutty smell. It radiates an aura of faint transmutation.			
Market Value:	300gp	Weight:	1/16lb.

Potion of <i>cat's grace</i>			
Caster Level: 3		The drinker gains a +4 <i>enhancement</i> bonus to Dexterity for 30 rounds (3 minute). This adds the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.	
This potion has a yellow-orange color and smells of honey. It radiates an aura of faint transmutation.			
Market Value:	300gp	Weight:	1/16lb.

Potion of <i>shield of faith (+2)</i> (x3)			
Caster Level: 1		The drinker gains a +2 <i>deflection</i> bonus to Armor Class for 10 rounds (1 minute).	
This potion has a clear golden color and smells like baking bread. It radiates an aura of faint abjuration.			
Market Value:	50gp	Weight:	1/16lb.

Potion of <i>shield of faith (+2)</i> (x3)			
Caster Level: 1		The drinker gains a +2 <i>deflection</i> bonus to Armor Class for 10 rounds (1 minute).	
This potion has a clear golden color and smells like baking bread. It radiates an aura of faint abjuration.			
Market Value:	50gp	Weight:	1/16lb.

Potion of <i>shield of faith (+2)</i> (x3)			
Caster Level: 1		The drinker gains a +2 <i>deflection</i> bonus to Armor Class for 10 rounds (1 minute).	
This potion has a clear golden color and smells like baking bread. It radiates an aura of faint abjuration.			
Market Value:	50gp	Weight:	1/16lb.

Potion of <i>shield of faith</i> (+2) (x3)	
Caster Level: 1	The drinker gains a +2 <i>deflection</i> bonus to Armor Class for 10 rounds (1 minute).
This potion has a clear golden color and smells like baking bread. It radiates an aura of faint abjuration.	
Market Value: 50gp	Weight: 1/16lb.

Potion of <i>shield of faith</i> (+2) (x3)	
Caster Level: 1	The drinker gains a +2 <i>deflection</i> bonus to Armor Class for 10 rounds (1 minute).
This potion has a clear golden color and smells like baking bread. It radiates an aura of faint abjuration.	
Market Value: 50gp	Weight: 1/16lb.

Potion of <i>shield of faith</i> (+2) (x3)	
Caster Level: 1	The drinker gains a +2 <i>deflection</i> bonus to Armor Class for 10 rounds (1 minute).
This potion has a clear golden color and smells like baking bread. It radiates an aura of faint abjuration.	
Market Value: 50gp	Weight: 1/16lb.

Elixir of <i>hiding</i>	
Caster Level: 5	The drinker gains a +10 <i>competence</i> bonus on Hide checks for 1 hour.
This potion is clear, and radiates an aura of faint illusion. It has a sharply bitter smell and flavor.	
Market Value: 250gp	Weight: 1/16lb.

Elixir of <i>sneaking</i>			
Caster Level: 5		The drinker gains a +10 <i>competence</i> bonus on Move Silently checks for one hour.	
This smoky grey potion radiates an aura of faint illusion. It has an earthy smell and a slightly sour taste.			
Market Value:	250gp	Weight:	1/16lb.

Potion of <i>protection from arrows 10</i>			
Caster Level: 3		The drinker gains DR 10/magic against ranged weapons. This effect lasts 3 hours, or until 30	
This potion has a greenish color and oniony odor. It radiates an aura of faint abjuration.			
Market Value:	300gp	Weight:	1/16lb.

Potion of <i>shield of faith (+2)</i>			
Caster Level: 1		The drinker gains a +2 <i>deflection</i> bonus to Armor Class for 10 rounds (1 minute).	
This potion has a clear golden color and smells like baking bread. It radiates an aura of faint abjuration.			
Market Value:	50gp	Weight:	1/16lb.

Potion of <i>protection from arrows 10</i>			
Caster Level: 3		The drinker gains DR 10/magic against ranged weapons. This effect lasts 3 hours, or until 30 points of damage are prevented, whichever passes first.	
This potion has a greenish color and oniony odor. It radiates an aura of faint abjuration.			
Market Value:	300gp	Weight:	1/16lb.

Potion of <i>protection from arrows 10</i>			
Caster Level: 3		The drinker gains DR 10/magic against ranged weapons. This effect lasts 3 hours, or until 30 points of damage are prevented, whichever passes first.	
This potion has a greenish color and oniony odor. It radiates an aura of faint abjuration.			
Market Value:	300gp	Weight:	1/16lb.

Potion of <i>fox's cunning</i>			
Caster Level: 3		The drinker gains a +4 <i>enhancement</i> bonus to Intelligence for 30 rounds (3	
This potion has a red-orange color and smells of cinnamon. It radiates an aura of faint transmutation.			
Market Value:	300gp	Weight:	1/16lb.

Potion of <i>protection from arrows 10</i>			
Caster Level: 3		The drinker gains DR 10/magic against ranged weapons. This effect lasts 3 hours, or until 30 points of damage are prevented, whichever passes first.	
This potion has a greenish color and oniony odor. It radiates an aura of faint abjuration.			
Market Value:	300gp	Weight:	1/16lb.

Potion of <i>fox's cunning</i>			
Caster Level: 3		The drinker gains a +4 <i>enhancement</i> bonus to Intelligence for 30 rounds (3 minute). This bonus has no effect on skill points, nor does it grant bonus spells, but the save DC of a caster's spells does increase for this period.	
This potion has a red-orange color and smells of cinnamon. It radiates an aura of faint transmutation.			
Market Value:	300gp	Weight:	1/16lb.

Potion of <i>fox's cunning</i>			
Caster Level: 3		The drinker gains a +4 <i>enhancement</i> bonus to Intelligence for 30 rounds (3 minute). This bonus has no effect on skill points, nor does it grant bonus spells, but the save DC of a caster's spells does increase for this period.	
This potion has a red-orange color and smells of cinnamon. It radiates an aura of faint transmutation.			
Market Value:	300gp	Weight:	1/16lb.

Potion of <i>shield of faith (+3)</i>			
Caster Level: 6		The drinker gains a +3 <i>deflection</i> bonus to Armor Class for 60 rounds (6 minutes).	
This potion has a white-golden color and smells of cinnamon buns. It radiates an aura of moderate abjuration.			
Market Value:	300gp	Weight:	1/16lb.

Potion of <i>fox's cunning</i>			
Caster Level: 3		The drinker gains a +4 <i>enhancement</i> bonus to Intelligence for 30 rounds (3 minute). This bonus has no effect on skill points, nor does it grant bonus spells, but the save DC of a caster's spells does increase for this period.	
This potion has a red-orange color and smells of cinnamon. It radiates an aura of faint transmutation.			
Market Value:	300gp	Weight:	1/16lb.

Potion of <i>shield of faith (+3)</i>			
Caster Level: 6		The drinker gains a +3 <i>deflection</i> bonus to Armor Class for 60 rounds (6 minutes).	
This potion has a white-golden color and smells of cinnamon buns. It radiates an aura of moderate abjuration.			
Market Value:	300gp	Weight:	1/16lb.

Potion of <i>shield of faith</i> (+3)			
Caster Level: 6		The drinker gains a +3 <i>deflection</i> bonus to Armor Class for 60 rounds (6 minutes).	
This potion has a white-golden color and smells of cinnamon buns. It radiates an aura of moderate abjuration.			
Market Value:	300gp	Weight:	1/16lb.

Potion of <i>gaseous form</i>			
Caster Level: 5		The drinker and all his gear becomes gaseous for a period of 10 minutes. Material armor becomes worthless, although Dex, deflection, and force	
This potion has a misty appearance and a dusty odor. It radiates an aura of faint transmutation.			
Market Value:	750gp	Weight:	1/16lb.

Potion of <i>shield of faith</i> (+3)			
Caster Level: 6		The drinker gains a +3 <i>deflection</i> bonus to Armor Class for 60 rounds (6 minutes).	
This potion has a white-golden color and smells of cinnamon buns. It radiates an aura of moderate abjuration.			
Market Value:	300gp	Weight:	1/16lb.

Potion of <i>gaseous form</i>			
Caster Level: 5		The drinker and all his gear becomes gaseous for a period of 10 minutes. Material armor becomes worthless, although Dex, deflection, and force effects that affect AC still apply. The drinker gains DR 10/magic and becomes immune to poison and critical hits. Cannot attack or cast spells with V, S, M, or DF components. Can't run but has fly speed of 10 ft. Drinker is subject to the effects of wind and cannot enter water or other liquids. Drinker cannot manipulate objects or activate any items, even those in drinker's gear.	
This potion has a misty appearance and a dusty odor. It radiates an aura of faint transmutation.			
Market Value:	750gp	Weight:	1/16lb.

Potion of <i>gaseous form</i>			
Caster Level: 5		The drinker and all his gear becomes gaseous for a period of 10 minutes. Material armor becomes worthless, although Dex, deflection, and force effects that affect AC still apply. The drinker gains DR 10/magic and becomes immune to poison and critical hits. Cannot attack or cast spells with V, S, M, or DF components. Can't run but has fly speed of 10 ft. Drinker is subject to the effects of wind and cannot enter water or other liquids. Drinker cannot manipulate objects or activate any items, even those in drinker's gear.	
This potion has a misty appearance and a dusty odor. It radiates an aura of faint transmutation.			
Market Value:	750gp	Weight:	1/16lb.

Potion of <i>shield of faith (+4)</i>			
Caster Level: 12		The drinker gains a +4 <i>deflection</i> bonus to Armor Class for 120 rounds (12 minutes).	
This potion has a rich golden color and smells of frankincense. It radiates an aura of strong abjuration.			
Market Value:	600gp	Weight:	1/16lb.

Potion of <i>gaseous form</i>			
Caster Level: 5		The drinker and all his gear becomes gaseous for a period of 10 minutes. Material armor becomes worthless, although Dex, deflection, and force effects that affect AC still apply. The drinker gains DR 10/magic and becomes immune to poison and critical hits. Cannot attack or cast spells with V, S, M, or DF components. Can't run but has fly speed of 10 ft. Drinker is subject to the effects of wind and cannot enter water or other liquids. Drinker cannot manipulate objects or activate any items, even those in drinker's gear.	
This potion has a misty appearance and a dusty odor. It radiates an aura of faint transmutation.			
Market Value:	750gp	Weight:	1/16lb.

MW Composite Longbow (+4 Strength)			
Attack Bonus: +1		This weapon is of a high enough quality to be enchanted. This item is a two-handed martial ranged weapon.	
Base Damage: 1d8+4			
Critical Range: 20/x3			
Range Increment: 110ft.			
Damage Type: P			
		If your Strength bonus is not at least +4, you suffer an additional -2 to attack rolls with this weapon.	
Market Value:	800gp	Weight:	3lb.

MW Battleaxe			
Attack Bonus: +1		This weapon is of a high enough quality to be enchanted. This item is a one-handed martial melee weapon.	
Base Damage: 1d8			
Critical Range: 20/x3			
Range Increment: -			
Damage Type: S			
Market Value: 310gp		Weight: 6lb.	

MW Dagger			
Attack Bonus: +1		This weapon is of a high enough quality to be enchanted. This item is a light simple melee	
Base Damage: 1d4			
Critical Range: 19-20/x2			
Range Increment: 10ft.			
Damage Type: P or S			
Market Value: 302gp		Weight: 1lb.	

MW Composite Longbow (+2 Strength)			
Attack Bonus: +1		This weapon is of a high enough quality to be enchanted. This item is a two-handed martial ranged weapon.	
Base Damage: 1d8+2			
Critical Range: 20/x3			
Range Increment: 110ft.			
Damage Type: P			
Market Value: 600gp		Weight: 3lb.	

If your Strength bonus is not at least +2, you suffer an additional -2 to attack rolls with this weapon.

MW Dagger			
Attack Bonus: +1		This weapon is of a high enough quality to be enchanted. This item is a light simple melee weapon.	
Base Damage: 1d4			
Critical Range: 19-20/x2			
Range Increment: 10ft.			
Damage Type: P or S			
Market Value: 302gp		Weight: 1lb.	

You gain a +2 to Sleight of Hand checks to conceal a dagger on your body.

+1 Studded Leather Armor	
Armor Bonus: +4	This armor radiates an aura of faint enchantment. This is light armor.
Max Dex Bonus: +5	
Armor Check Penalty: 0	
Arcane Spell Failure: 15%	
Speed: 30ft. (20ft.)	
Don normally in 10 rounds, or 5 rounds to don hastily but suffers a –1 to Armor bonus & Armor Check Penalty. Remove in 10 rounds alone, or 5 rounds with help.	
Market Value: 1,175gp	Weight: 20lb.

MW Longsword, Cold Iron	
Attack Bonus: +1	This weapon is of a high enough quality to be enchanted. This item is a one-handed martial
Base Damage: 1d8	
Critical Range: 19-20/x2	
Range Increment: -	
Damage Type: S	
Market Value: 630gp	Weight: 4lb.

Wand of <i>cure light wounds</i>	
CasterLevel: 1	This item radiates an aura of faint conjuration.
Spell: Brd, Clr, Drd, Healing, Pal, Rgr	
Range: Touch	
Cast Time: 1 standard action	
Target: Creature touched	
Duration: Instantaneous	
Save: Will half (DC 11)	
SR: Yes	
Reference: PHB pages 215-6	
Market Value: 15gp/charge	

Charges:

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X	X	X	X	X					
X	X	X	X	X					

+1 Chain Shirt, mithral	
Armor Bonus: +5	This armor radiates an aura of faint enchantment. This is light armor.
Max Dex Bonus: +6	
Armor Check Penalty: 0	
Arcane Spell Failure: 10%	
Speed: 30ft. (20ft.)	
Don normally in 10 rounds, or 5 rounds to don hastily but suffers a –1 to Armor bonus & Armor Check Penalty. Remove in 10 rounds alone, or 5 rounds with help.	
Market Value: 2,100gp	Weight: 10lb.

MW Greataxe				
		This weapon is of a high enough quality to be enchanted. This item is a two-handed martial melee weapon.		
Attack Bonus:	+1			
Base Damage:	1d12			
Critical Range:	20/x3			
Range Increment:	-			
Damage Type:	S			
Market Value:	320gp	Weight:	12lb.	

+1 Banded Mail Armor				
		This armor radiates an aura of faint enchantment. This is heavy		
Armor Bonus:	+7			
Max Dex Bonus:	+1			
Armor Check Penalty:	-5			
Arcane Spell Failure:	35%			
Speed:	20ft. (15ft.)			
Don normally in 40 rounds alone or 20 rounds with help, or 10 rounds to don hastily but suffers a -1 to Armor bonus & Armor Check Penalty. Remove in 10 rounds alone, or 5 rounds with help.				
Market Value:	1,400gp	Weight:	35lb.	

Heward's Handy Haversack			
This well-worn leather backpack radiates an aura of moderate conjuration. It appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles.			
It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a bag of holding and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds. While such storage is useful enough, the pack has an even greater power in addition. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.			
Market Value:	2,000gp	Weight:	5lb.

MW Studded Leather Armor (x18)				
		This armor is of a high enough quality that it may be enchanted. This is light armor.		
Armor Bonus:	+3			
Max Dex Bonus:	+5			
Armor Check Penalty:	0			
Arcane Spell Failure:	15%			
Speed:	30ft. (20ft.)			
Don normally in 10 rounds, or 5 rounds to don hastily but suffers a -1 to Armor bonus & Armor Check Penalty. Remove in 10 rounds alone, or 5 rounds with help.				
Market Value:	175gp each	Weight:	20lb.	

MW Morningstar			
		This weapon is of a high enough quality to be enchanted. This item is a one-handed simple melee weapon.	
Attack Bonus:	+1		
Base Damage:	1d8		
Critical Range:	20/x2		
Range Increment:	-		
Damage Type:	B and P		
Market Value:	308gp	Weight:	6lb.

MW Light Crossbow (x2)			
		This weapon is of a high enough quality to be enchanted. This item is a two-handed simple	
Attack Bonus:	+1		
Base Damage:	1d8		
Critical Range:	19-20/x2		
Range Increment:	80ft.		
Damage Type:	P		
Market Value:	335gp each	Weight:	4lb.

MW Light Crossbow (x18)			
		This weapon is of a high enough quality to be enchanted. This item is a two-handed simple ranged weapon.	
Attack Bonus:	+1		
Base Damage:	1d8		
Critical Range:	19-20/x2		
Range Increment:	80ft.		
Damage Type:	P		
		Loading is a move action that provokes AoO. Firing one-handed invokes a -2 penalty on attack rolls that is cumulative with other penalties.	
Market Value:	335gp each	Weight:	4lb.

Shield Bash Attack, Heavy Steel Shield			
		When used to attack, a shield is a one-handed martial melee weapon , used off-hand. Off-hand attack penalties apply.	
Attack Bonus:	+0		
Base Damage:	1d4		
Critical Range:	20/x2		
Range Increment:	-		
Damage Type:	B		
		If used as a weapon, you lose the shield bonus to your Armor Class until your next action.	
Market Value:	-	Weight:	-

+1 Heavy Steel Shield, blinding	
Shield Bonus: +3	<p>This item radiates an aura of faint enchantment and moderate evocation.</p> <p>Up to twice/day the wielder may command it to flash brilliant light, anyone within 20ft. except the wielder must make a DC14 Reflex save or be blinded 1d4 rounds.</p>
Max Dex Bonus: N/A	
Armor Check Penalty: -1	
Arcane Spell Failure: 15%	
Speed: N/A	
Donning or removing a shield is a move action. You cannot wield an off-hand weapon when using a heavy shield.	
Market Value: 4,170gp	Weight: 10lb.

Rope of Climbing	
<p>This 60' long silken rope radiates an aura of faint transmutation. No thicker than a wand, it is strong enough to support 3,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction at 10 feet per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner.</p> <p>A rope of climbing can be commanded to knot or unknit itself. This causes large knots to appear at 1-foot intervals along the rope. Knotting shortens the rope to a 50-foot length until the knots are untied but lowers the DC of Climb checks while using it by 10. A creature must hold one end of the rope when its magic is invoked.</p>	
Market Value: 3,000gp	Weight: 3lb.

Brooch of Shielding	
<p>This silver cloak clasp radiates an aura of faint abjuration. This clasp can absorb damage from <i>magic missiles</i>. When it absorbs its maximum damage, it melts and becomes useless.</p>	
Market Value: 15gp/hp remaining	Weight: 1/16lb.

Necklace of Fireballs I	
<p>This object appears as a string with beads on it. It radiates an aura of moderate evocation. This device appears to be nothing but beads on a string, perhaps with the ends tied together to form a necklace. (It does not count as an item worn around the neck for the purpose of determining which of a character's worn magic items is effective.) If a character holds it, however, he can see the strand as it really is—a golden chain from which hang a number of golden spheres. The spheres are detachable by the wearer (and only by the wearer), who can easily hurl one of them up to 70 feet. When a sphere arrives at the end of its trajectory, it detonates as a <i>fireball</i> spell (Reflex DC 14 half). If the necklace is being worn or carried by a character who fails her saving throw against a magical fire attack, the item must make a saving throw as well (with a save bonus of +7). If the necklace fails to save, all its remaining spheres detonate simultaneously, often with regrettable consequences for the wearer.</p>	
Spheres remaining: 5d6 3d6 3d6	
Market Value: 150gp/d6 remaining	Weight: 1/2lb.

Quaal's Feather Token - whip

This small feather radiates an aura of moderate conjuration. When activated, it transforms into a huge leather whip. It wields itself as a dancing weapon against opponents for up to one hour. It has a +10 BAB, does 1d6+1 damage, and has a +1 enchantment bonus for purposes of overcoming DR. When it hits, it makes a free grapple attack with a +15 attack bonus.

Market Value: 500gp

Weight: 0lb.

Quaal's Feather Token - bird

This small feather radiates an aura of moderate conjuration. When activated, it transforms into a carrier pigeon that can unerringly deliver a small written message to a designated target. It then becomes useless.

Market Value: 300gp

Weight: 0lb.

Quaal's Feather Token - bird

This small feather radiates an aura of moderate conjuration. When activated, it transforms into a carrier pigeon that can unerringly deliver a small written message to a designated target. It then becomes useless.

Market Value: 300gp

Weight: 0lb.

Eyes of the Eagle

These clear crystal lenses radiate an aura of faint divination. The lenses grant a +5 *competence* bonus on Spot checks. Wearing only one lens causes the wearer to be dizzy, and in effect, stunned for 1 round, after which he may use the lens by covering the other eye (though the GM may impose penalties for attempting a Spot check with only one eye). Of course, the wearer may remove the lens, or put in the other lens, to see normally at any time.

Market Value: 2,500gp

Weight: 1/16lb.

Bracers of Armor +1

These armguards radiate an aura of moderate conjuration. Wearing both bracers creates an invisible but tangible field of force that grants the wearer a +1 *armor* bonus to Armor class.

Market Value: 1,000gp

Weight: 1lb.

Wand of *magic missile*

CasterLevel: 1

Spell: Sor/Wiz

Range: 110ft.

Cast Time: 1 standard action

Target: One creature

Duration: Instantaneous

Save: None

SR: Yes

Reference: PHB page 251

This item radiates an aura of faint

Market Value: 15gp/charge

Weight: 1/16lb.

Cloak of Charisma +2

This lightweight cloak with silver trim radiates an aura of moderate transmutation. It grants the wearer a +2 *enhancement* bonus to their Charisma score.

Market Value: 4,000gp

Weight: 2lb.

Scroll of *scorching ray* (x4)

CasterLevel: 3

Spell: Sor/Wiz 2

Range: 30ft.

Cast Time: 1 standard action

Target: Ranged touch attack

Duration: Instantaneous

Save: None

SR: Yes

Reference: PHB page 274

This scroll radiates an aura of faint evocation.

You blast your enemy with a fiery ray. The ray requires a ranged touch attack to hit and deals 4d6 points of fire damage.

Market Value: 150gp each

Weight: 1/16lb.

Scroll of <i>web</i>		(x4)	
CasterLevel:	3	<p>This scroll radiates an aura of faint conjuration. The web must be anchored to two or more solid, diametrically opposed points or it disappears. All in the area make a Reflex save. If successful, the creature can move. If failed, the creature can't move, but can break loose with a DC 20 Strength check or a DC 25 Escape Artist check (full round action). Once loose, a creature may move through the web slowly. Each round the creature may make a new check. He moves 5' for each full 5 points by which the check result exceeds 10. Attacking a creature in a web won't entangle you. If you have at least 5' of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover. A magic flaming sword can slash webs away. Any fire can burn away a 5' square in 1 round. All within flaming webs take 2d4 hp of fire damage.</p>	
Spell:	Sor/Wiz 2		
Range:	130ft.		
Cast Time:	1 standard action		
Target:	Webs in a 20' radius spread		
Duration:	30 minutes (D)		
Save:	Reflex negates (DC 13)		
SR:	No		
Reference:	PHB page 301		
Market Value:	150gp each	Weight:	1/16lb.

Scroll of <i>summon monster III</i>			
CasterLevel:	5	<p>This scroll radiates an aura of</p>	
Spell:	Brd 3, Sor/Wiz 3		
Range:	35ft.		
Cast Time:	1 round		
Target:	1 or more summoned creatures, no 2 of which may be more than 30' apart		
Duration:	5 rounds (D)		
Save:	None		
SR:	No		
Reference:	PHB page 285-7		
Market Value:	375gp	Weight:	1/16lb.

Scroll of <i>lightning bolt</i>			
CasterLevel:	6	<p>This scroll radiates an aura of moderate evocation.</p> <p>You release a powerful stroke of electrical energy that deals 6d6 points of electricity damage to each creature within its area. The bolt begins at your fingertips. The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.</p>	
Spell:	Sor/Wiz 3		
Range:	120ft.		
Cast Time:	1 standard action		
Target:	120ft. line		
Duration:	Instantaneous		
Save:	Reflex half (DC 16)		
SR:	Yes		
Reference:	PHB page 248		
Market Value:	375gp	Weight:	1/16lb.

Metamagic Rod, lesser - extend			
<p>This rod radiates a strong magical aura of no school. The wielder can cast up to three spells per day of 3rd level or lower that are extended, as though by use of the <i>extend spell</i> feat. The spell slot of the altered spell is not changed by use of this rod.</p>			
Market Value:	3,000gp	Weight:	5lb.

AoV's Spellbook		(x4)	
<p>0-level – <i>acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue</i></p> <p>1st level – <i>burning hands, cause fear, color spray, disguise self, expeditious retreat, mage armor, minor image, shocking grasp</i></p>			
Market Value:	1365gp each	Weight:	3lb.

Alchemist's Fire			
<p>You can throw a flask of alchemist's fire as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet.</p> <p>A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 15 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.</p>			
Market Value:	20gp	Weight:	1lb.

FO's Spellbook			
<p>0-level – <i>acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue</i></p> <p>1st level – <i>chill touch, expeditious retreat, hold portal, identify, mage armor, magic missile, ray of enfeeblement, shield</i></p> <p>2nd level – <i>false life, flaming sphere, touch of idiocy, web</i></p> <p>3rd level – <i>fireball, halt undead, lightning bolt, summon monster III</i></p>			
Market Value:	2365gp	Weight:	3lb.

Alchemist's Fire		(x3)	
<p>You can throw a flask of alchemist's fire as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet.</p> <p>A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 15 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.</p>			
Market Value:	20gp each	Weight:	1lb.

Alchemist's Fire (x3)

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Market Value:	20gp each	Weight:	1lb.
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Market Value:	20gp each	Weight:	1lb.
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Market Value:	20gp each	Weight:	1lb.
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Alchemist's Fire

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You can throw a flask of alchemist's fire as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet.

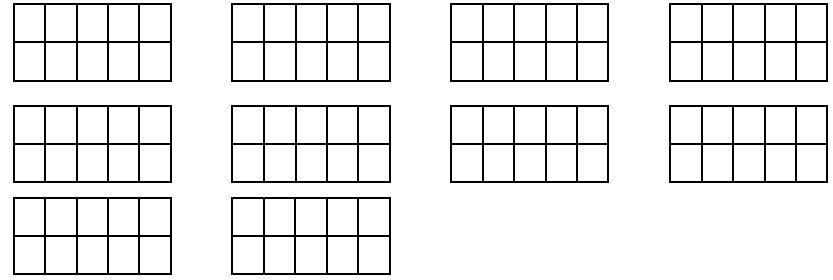
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Market Value: 20gp each

Weight: 1lb.

Sunrod

This 1-foot-long, gold-tipped, iron rod glows brightly when struck. It clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius. It glows for 6 hours, after which the gold tip is burned out and worthless.



Market Value: 2gp each

Weight: 1lb. each

Tanglefoot Bag

(x6)

When you throw a tanglefoot bag (ranged touch attack, increment of 10 feet), the bag comes apart and the goo bursts out, entangling the target. Entangled creatures take a -2 penalty on attacks and a -4 penalty to Dex and must make a DC 15 Reflex save or be glued to the floor, unable to move. On a successful save, it can move at half speed. Huge or larger creatures are unaffected. Flying creatures are not stuck, but must make a DC 15 Reflex save or be unable to fly (if it uses wings to fly) and fall. A tanglefoot bag does not function underwater. A creature that is glued to the floor (or unable to fly) can break free with a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself does not need to make an attack roll; the creature that hit makes a damage roll to see how much was scraped off. Once free, the creature can move (including flying) at half speed. A character capable of spellcasting who is bound must make a DC 15 Concentration check to cast a spell. The goo becomes brittle and fragile after 2d4 rounds, losing its effectiveness. An application of universal solvent to a stuck creature dissolves the alchemical goo immediately.

Market Value: 50gp each

Weight: 4lb.

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